

Cookiefolk



Various Cookiefolks, artwork by crifly4860.



Werewolf Cookie (far left), Tiger Lily Cookie (right middle), their son Tasmanian Tiger Cookie (left middle), and the friend Bell Pepper Cookie (far right).

Physical Description

Cookiefolks are gingerbread-shaped cookies, each one being unique, having different types of hair, clothing, attitude, tastes, etc. All of the Cookiefolks have a [Combo Pet](#), based mostly on the Cookiefolk's taste.

History

Cookiefolks exist the same way as normal gingerbread cookies: freshly baked from the oven. However, these cookies believe that humans are evil and think that they want to be eaten alive, so they always run from anyone whenever they try to eat them.

Society

Cookiefolks live on populations of cookie kingdoms.

After reaching a certain time in adulthood, Cookiefolks can have a child by putting some of their characterizing essences as ingredients in a dough to be baked.

Some cookiefolks have created [houses](#) years ago that praise the primordial legendary cookies. It's said that if a cookiefolk joins one, the primordial elemental cookie that has chosen to praise will grant their blessing.

Names

Cookiefolk names are given related to their flavor or their signature features followed by the 'cookie' word.

Examples: Gingerbrave Cookie, Gingerbright Cookie, Strawberry Cookie, Skater Cookie, Wizard Cookie, Werewolf Cookie, Tiger Lily Cookie, Tasmanian Tiger Cookie, Bell Pepper Cookie, Moon Rabbit Cookie, Vampire Cookie, Alchemist Cookie.

🍪 Traits 🍪



Ability Score Increase: Your Dexterity score increases by 2 and you can pick any other ability score besides Dexterity by 1.

Age: Cookiefolks are born from dough after being baked from the oven, they magically age through the years like a human ages, cookiefolks reach their adult age at late teen.

Alignment: Cookiefolk alignment varies.

Size: Your size is Tiny. After all, you're an edible cookie and were baked to be eaten by witches.

Speed: Your base walking speed is 30 feet. Cookiefolks instinct is focused on escaping from being eaten.

Ovenbreaker: You have a survival instinct to escape any potential danger that could lead you to be eaten, you automatically have a high advantage on Dexterity Saving Throw if any bigger being attempts to eat you.

Pet Tamer: As a Cookiefolk, you own a pet as a companion.

Ingredient Skill: You possess an ability skill that you can activate, might be, for example; an electromagnetic field or a mastery of a weapon of your choice:

- You get +1 bonus on spell effects or spell damage rolls related to the ingredient you are identified with.
- You get +1 bonus to attack and damage rolls when you use your favored weapon.

Languages: You can read, write, and speak Common and Cookian.

✨ Transforming Variant Cookiefolk ✨



Cookiefolks who have a secondary form and have different traits within their alternate form.

Ability Score Increase: Your Strength score increases by 2 and your Dexterity score increases by 1.

Ovenbreaker: You have a survival instinct to escape any potential danger that could lead you to be eaten, you automatically have a high advantage on Dexterity Saving Throw if any bigger being attempts to eat you.

Pet Tamer: As a Cookiefolk, you own a pet as a companion.

Shapeshifter: You access a transformation for a limited amount of turns, having advantage rolls on one single ability score at choice. You will need a source of transformation in order to shapeshift, might be a suit device, anger, enough grape juice drank, infatuation, enough rice cakes ate, the happiness of children, a water source, examples can vary.

Darkvision: In your shaped form, you can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Languages: You can read, write, and speak Common, Cookian, and optionally, if the second form is animal-shaped, you have animal speech.

🦋 Winged Variant Cookiefolk 🦋



Cookiefolks who have a pair of wings, making them somewhat superior to them.

Ability Score Increase: Your Dexterity score increases by 2 and you can pick any other ability score besides Dexterity by 1.

Ovenbreaker: You have a survival instinct to escape any potential danger that could lead you to be eaten, you automatically have a high advantage on Dexterity Saving Throw if any bigger being attempts to eat you.

Pet Tamer: As a Cookiefolk, you own a pet as a companion.

Levitation: You can float a few feet above the ground. This allows you to ignore most forms of difficult terrain and make you immune to being knocked prone. However, you can float no higher than 5 foot and when you are reduced to 0 hit points you stop hovering. In addition, while falling you are treated as if under the effect of the feather fall spell.

Languages: You can read, write, and speak Common and Cookian, and one other language of your choice.

🐾 **Cookiemal Variant Cookiefolk** 🐾



Cookiefolks who have full animal traits as their normal shape and not as a transformation.

Ability Score Increase: Your Wisdom score increases by 2 and your Dexterity score increases by 1.

Ovenbreaker: You have a survival instinct to escape any potential danger that could lead you to be eaten, you automatically have a high advantage on Dexterity Saving Throw if any bigger being attempts to eat you.

Pet Tamer: As a Cookiefolk, you own a pet as a companion.

Animal Gang: You have two animal friends, you can have the opportunity to roll 1d2 to call one of your animal friends and do one strong attack. If you're at the risk of low health, roll 1d2 to call one of your animal friends and protect you at all cost, enemies are unable to target you when you are protected by your animal friends, you can call your second animal friend if one of them gets knocked out. When both of your animal friends are out of combat, enemies can be able to target you again.

Languages: You can read, write, and speak Common, you also have animal speech.

🧟 Undead Variant Cookiefolk 🧟



Cookiefolks who are deceased and are alive through paranormal means.

Ability Score Increase: Your Constitution score increases by 2 and your Dexterity score increases by 1.

Ovenbreaker: You have a survival instinct to escape any potential danger that could lead you to be eaten, you automatically have a high advantage on Dexterity Saving Throw if any bigger being attempts to eat you.

Pet Tamer: As a Cookiefolk, you own a pet as a companion.

Darkvision: You can see in dim light within 60 feet of you as if it were bright light and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray. Emissary of the Sea. Aquatic beasts have an extraordinary affinity with your people. You can communicate simple ideas with beasts that can breathe water. They can understand the meaning of your words, though you have no special ability to understand them in return.

Paranormal Activity: You died way before, so you are considered undead. The following treat qualities can make effect on you:

- As a zombie, you are undead, not a humanoid. You don't have to eat, drink, or breathe. Furthermore, you are immune to poison damage and to the poisoned conditions. Instead of sleeping, you enter an inactive state for 4 hours each day. You

do not dream in this state; you have disadvantage on Wisdom (Perception) checks while in this state.

- *As a ghost, you are undead and humanoid. You do not require air, food, drink or sleep. You have resistance to poison damage, bludgeoning, piercing, and slashing damage from non-magical weapons, being poisoned, and diseases. You can trespass any solid object. At level 3, you can physically touch or move objects, such as doors, books, small objects. At level 4, you can possess another humanoid body. You make a DC grapple Wisdom roll vs target, failure for you gives target protection for 24 hours and they are aware of possession. Success for you gives you control over their body for one minute upon which a new grapple takes place. Use of this power more than once per month results in disease of addiction, whereby only a cure disease or other such spell can cure you. Addiction causes a craving for possessing the nearest humanoid, upon losing a grapple you possess the next body.*

Languages: You can read, write, and speak Common, Cookian, and one other language that you knew when you were alive.

Metalforged Variant Cookiefolk



Cookiefolks who have been created in steel from scratch or from an already existing Cookiefolk.

Ability Score Increase: Your Constitution score increases by 2 and your Intelligence score increases by 1.

Pet Tamer: As a Cookiefolk, you own a pet as a companion.

Constructed Resilience: You were created to have remarkable fortitude, represented by the following benefits:

- *You have advantage on saving throws against being poisoned, and you have resistance to poison damage.*
- *You don't need to eat, drink, or breathe.*
- *You are immune to disease.*
- *You don't need to sleep, and magic can't put you to sleep.*

Languages: You were programmed to read, write, and speak Common, Cookian, and one other language of your choice.

Fey Variant Cookiefolk

Cookiefolks who are born with fey properties related to non-winged fairies, pixies, elves, dwarves, gnomes, etc.

Ability Score Increase: Your Intelligence score increases by 2 and your Charisma score increases by 1.

Ovenbreaker: You have a survival instinct to escape any potential danger that could lead you to be eaten, you automatically have a high advantage on Dexterity Saving Throw if any bigger being attempts to eat you.

Pet Tamer: As a Cookiefolk, you own a pet as a companion.

Darkvision: You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Fey Heritage. Your creature type is both humanoid and fey. Additionally, you have advantage on saving throws against being charmed, and magic cannot put you to sleep.

Languages: You can speak Common, Cookian, and a fey-related language at choice (Sylvan, Elvish, Gnomish, Dwarvish).

Aquatic Variant Cookiefolk

Cookiefolks who are part aquatic creatures, living at the ocean.

Ability Score Increase: Your Strength score increases by 2 and your Dexterity score increases by 1.

Ovenbreaker: You have a survival instinct to escape any potential danger that could lead you to be eaten, you automatically have a high advantage on Dexterity Saving Throw if any bigger being attempts to eat you.

Pet Tamer: As a Cookiefolk, you own a pet as a companion.

Limited Amphibiousness: You can breathe air and water, but you need to be submerged at least once every 4 hours to avoid suffocating.

Natural Armor: You have tough, scaly skin. When you aren't wearing armor, your AC is 12 + your Dexterity modifier. You can use your natural armor to determine your AC if the armor you wear would leave you with a lower AC. A shield's benefits apply as normal while you use your natural armor.

Languages: You can speak Common, Cookian, and Aquan.

Transforming Aquatic Variant Cookiefolk



Cookiefolks who are part aquatic creatures and can transform, living either in the ocean or in land.

Ability Score Increase: Your Strength score increases by 2 and your Dexterity score increases by 1.

Ovenbreaker: You have a survival instinct to escape any potential danger that could lead you to be eaten, you automatically have a high advantage on Dexterity Saving Throw if any bigger being attempts to eat you.

Pet Tamer: As a Cookiefolk, you own a pet as a companion.

Limited Amphibiousness: You can breathe air and water, but you need to be submerged at least once every 4 hours to avoid suffocating.

Shapeshifter: You access a transformation for a limited amount of turns, having advantage rolls on one single ability score at choice. Your source of transformation is always water.

Languages: You can speak Common, Cookian, and Aquan.

🦄 Sugartearan Cookiefolk 🪄



Aquatic Cookiefolks who are superior and live in the depths of the trenches.

Ability Score Increase: Your Strength, Constitution, and Charisma scores each increase by 1.

Pet Tamer: As a Cookiefolk, you own a pet as a companion.

Amphibious: You can breathe air and water.

Darkvision: You can see in dim light within 60 feet of you as if it were bright light and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Emissary of the Sea: Aquatic beasts have an extraordinary affinity with your people. You can communicate simple ideas with beasts that can breathe water. They can understand the meaning of your words, though you have no special ability to understand them in return.

Guardians of the Depths: Adapted to even the most extreme ocean depths, you have resistance to cold damage.

Languages: You can speak Common, Cookian, and Aquan.

🐉 Dragon Variant Cookiefolk 🐉



Cookiefolks who have been descended from dragons.

Ability Score Increase: Your Strength score increases by 2 and your Charisma score increases by 1.

Pet Tamer: As a Cookiefolk, you own a pet as a companion.

Levitation: You can float a few feet above the ground. This allows you to ignore most forms of difficult terrain and make you immune to being knocked prone. However, you can float no higher than 5 foot and when you are reduced to 0 hit points you stop hovering. In addition, while falling you are treated as if under the effect of the feather fall spell.

Draconic Ancestry: You are distantly related to a particular kind of dragon, either Chromatic, Gem or Metallic. Choose a type of dragon from the below list; this determines the damage and area of your breath weapon, and the type of resistance you gain.

Chromatic Dragonborn Ancestry	
Dragon	Damage Type
Black	Acid
Blue	Lightning
Green	Poison
Red	Fire
White	Cold

Gem Dragonborn Ancestry	
Dragon	Damage Type
Amethyst	Poison
Crystal	Radiant
Emerald	Psychic
Ruby	Force
Sapphire	Thunder

Topaz

Necrotic

Metallic Dragonborn Ancestry

Dragon

Damage Type

Brass

Fire

Bronze

Lightning

Copper

Acid

Gold

Fire

Silver

Cold

Languages: You can read, write, and speak Common, Cookian and Draconic.

👼**Angel Variant Cookiefolk**👼



Cookiefolks which are baked and descended from celestial beings.

Ability Score Increase: Your Charisma score increases by 2 and your Dexterity score increases by 1.

Ovenbreaker: You have a survival instinct to escape any potential danger that could lead you to be eaten, you automatically have a high advantage on Dexterity Saving Throw if any bigger being attempts to eat you.

Pet Tamer: As a Cookiefolk, you own a pet as a companion.

Celestial Legacy. You know the Light cantrip. Once you reach 3rd level, you can cast the Lesser Restoration spell once using this trait, and you regain the ability to do so when you finish a long rest. Once you reach 5th level, you can cast the Daylight spell once with this trait as a 3rd level spell, and you regain the ability to do so when you finish a long rest. Charisma is your spellcasting ability for these spells.

Languages: You can speak Common, Cookian, and Celestial.

👹 Demon Variant Cookiefolk 👹



Cookiefolks which are baked and descended from infernal beings.

Ability Score Increase: Your Charisma score increases by 2 and your Dexterity score increases by 1.

Ovenbreaker: You have a survival instinct to escape any potential danger that could lead you to be eaten, you automatically have a high advantage on Dexterity Saving Throw if any bigger being attempts to eat you.

Pet Tamer: As a Cookiefolk, you own a pet as a companion.

Infernal Legacy. You know the Thaumaturgy cantrip. Once you reach 3rd level, you can cast the Hellish Rebuke spell once as a 2nd-level spell. Once you reach 5th level, you can also cast the Darkness spell once. You must finish a long rest to cast these spells again with this trait. Charisma is your spellcasting ability for these spells.

Languages: You can speak Common, Cookian, and Infernal.

👽 Alien Doughnut 🍩



Outer space creatures who are not considered Cookiefolks due to not falling under their characteristics.

Ability Score Increase: Your Wisdom score increases by 2 and your Dexterity score increases by 1.

Pet Tamer: As an Alien Doughnut, you own a pet as a companion. Generally being your brain that controls your behavior.

Darkvision: You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Oblivious: You are immune to spells that require mind control, and are immune to the charmed status.

Languages: You can read, write, and speak Donutain.

🧁 Sugar Gnome 🛠️



Fey sweet mustached buddies who are not considered Cookiefolks due to not falling under their characteristics.

Ability Score Increase: Your Intelligence score increases by 2 and you can pick between Dexterity or Constitution by 1.

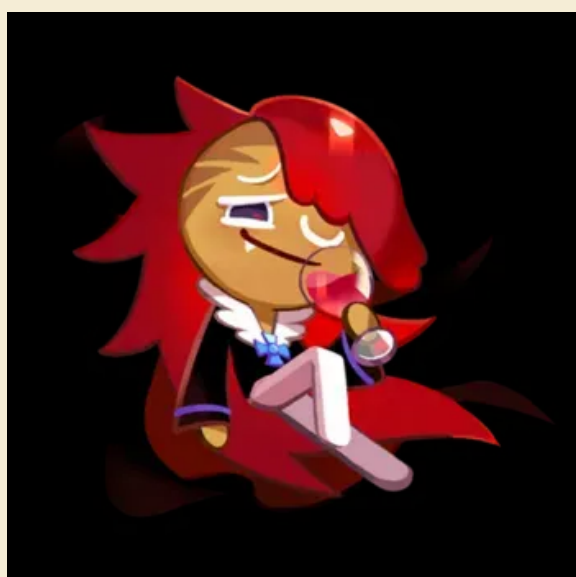
Tool Proficiency: You gain proficiency with every tool.

Tinker: You have proficiency with artisan tools (tinker's tools). Using those tools, you can spend 1 hour and 10 gp worth of materials to construct a Tiny clockwork device (AC 5, 1 hp). The device ceases to function after 24 hours (unless you spend 1 hour repairing it to keep the device functioning), or when you use your action to dismantle it; at that time, you can reclaim the materials used to create it. You can have up to three such devices active at a time. When you create a device, choose one of the following options:

- **Clockwork Toy:** This toy is a clockwork animal, monster, or person, such as a frog, mouse, bird, dragon, or soldier. When placed on the ground, the toy moves 5 feet across the ground on each of your turns in a random direction. It makes noises as appropriate to the creature it represents.
- **Fire Starter:** The device produces a miniature flame, which you can use to light a candle, torch, or campfire. Using the device requires your action.
- **Music Box:** When opened, this music box plays a single song at a moderate volume. The box stops playing when it reaches the song's end or when it is closed.
- At your DM's discretion, you may make other objects with effects similar in power to these. The Prestidigitation cantrip is a good baseline for such effects.

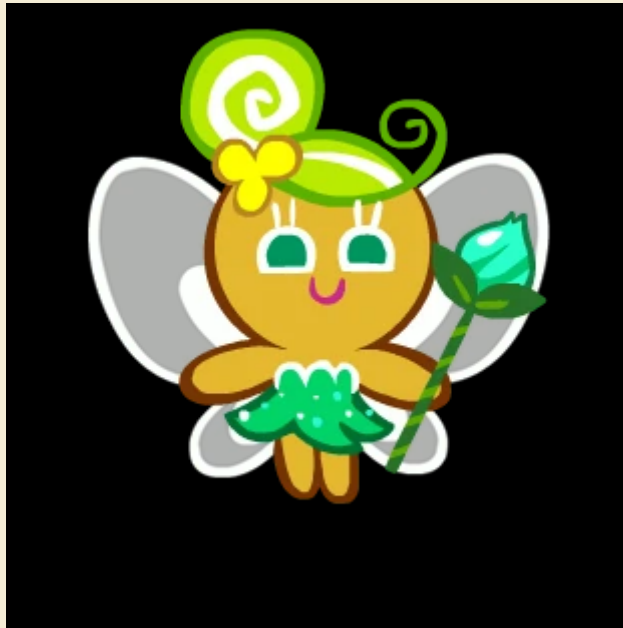
Languages: You can read, write, and speak Common and Gnomish.







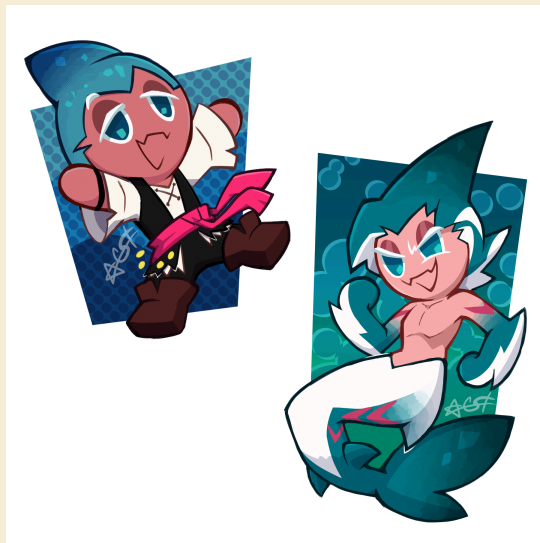
Hero Cookie, Werewolf Cookie, Vampire Cookie, Kumiho Cookie, Moon Rabbit Cookie and Cream Unicorn Cookie, examples of Transforming Variants, artworks by Devsisters.



Fairy Cookie, example of Winged Variant, artwork by Devsisters.



Fig Cookie and Cookiemals (Choco Ring Lion Cookie, Buttershell Fox Cookie and Maple Panda Cookie), examples of Cookiemal Variant, artwork by [shiny-jolteons](#).



Squid Ink Cookie and Sorbet Shark Cookie, examples of Transforming Aquatic Cookiefolk artwork by Devsisters and drawing by ChrisStarFer.



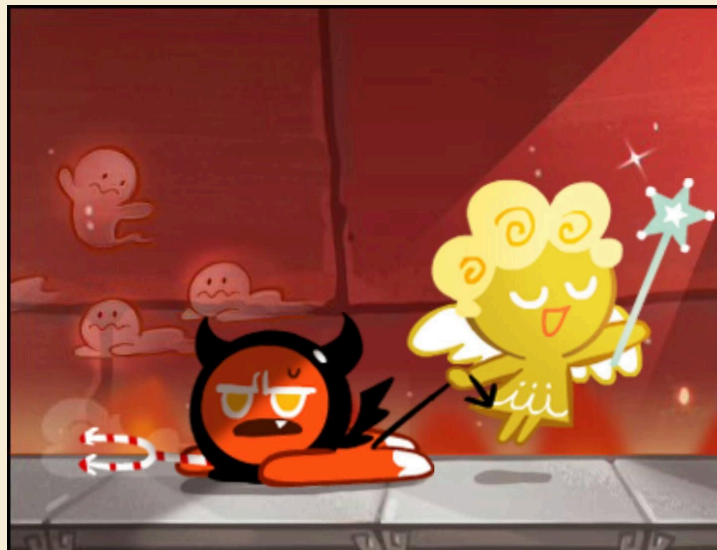
Lobster Cookie and Mocha Ray Cookie, examples of Sugartearan Variants, artwork by [gwh24](#).



Cyborg Cookie and Ion Cookie Robot, examples of Metalforged Variants, artwork by Aysenurtee.

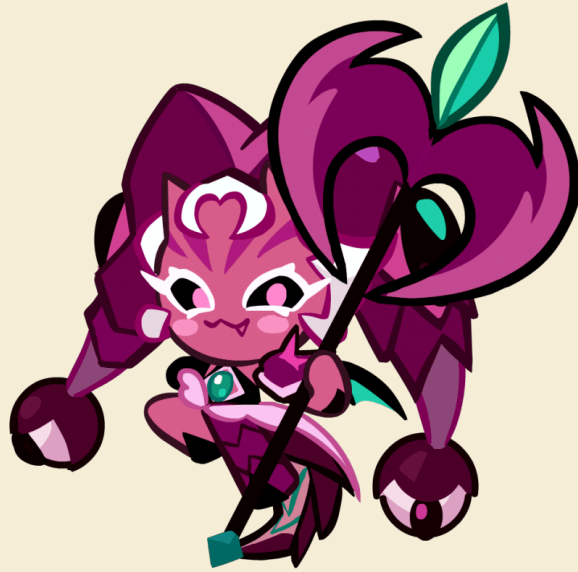


Zombie Cookie and Onion Cookie, examples of Undead Variant, artworks by Deusisters.



Angel Cookie and Devil Cookie, examples of Angel and Demon Variants, artworks by Devsisters.





Pitaya Dragon, Ananas Dragon, Lotus Dragon, Lychee Dragon, and Longan Dragon examples of Dragon Variants, artworks by Devsisters.



Space Doughnut, example of an Alien Doughnut, artwork by Devsisters.



A Sugar Gnome, example of a Sugar Gnome, artwork by Devsisters.

*Disclaimer: Yes, the user who created this homebrew has Werewolf Cookie as his favorite cookie that he put it **FOUR** times!*